par [block] Parking Management [Equation_flow]

: Height
{Volume=Width*depth*height {Unit: m3 ,Dimension :Volume}}

Volume : Real

Width : Real

height : Real

depth : Real

Depth=bumperwidth

: Frequency:Dimensions [Hertz]
{Frequency Hertz}
Frequency : Real f=1/T

Hertz : Real

T : Real

f : Real

Dist=s/t

: Vehicle
{Velocity=D/T}
{Clock}
{Bumper=Wheelbase_height}
{Volume=w*h*d}
{Mass}

D : Real

Bumper : Real

Clock : Real

in millisec

Velocity : Real

Volume : Real

Wheelbase_height : Real

d : Real

h : Real

time - minute/hour

T : Real

w : Real

wheelbaseheight

: Time: Hour
{Time-Hour/Minute}
Time : Real

Hour : Real

Minute : Real

: Alarm
{Time(in secs)}
in : Real

secs : Real

: Distance
{D=V*T {unit: m ,Dimension: Distance}}

Dimension : Real

m : Real

unit : Real

Distance : Real

D : Real

V : Real

: Vehicle
{Velocity=D/T}
{Clock}
r=Wheelbase_height}
Volume=w*h*d}
{Mass}